

AMSTRAD CPC · SCHNEIDER

## THRONE

Blazing above the wastes of the Carakesh plains, the Burning Citadel rises precipitously from the rim of a smouldering volcano.

Axe and sabre clash, armies advance and retreat, as rival princes slay and slay again in their ruthless pursuit of POWER – the incredible mindscorching Throne of Fire!

This multi-player combat strategy designed by Mike Singleton, the mastermind behind the acclaimed Lords of Midnight and Doomsdark's Revenge, offers limitless score for its

Revenge, offers limitless scope for tactical play, whilst at the same time demands quick thinking and rapid combat reactions.

Take up the cause - fight for the Throne of Fire!







SCREEN SHOTS FROM SPECTRUM VERSION

780861 617388

MH256



## THRONE

lazing above the wastes of the Carakesh plains, the Burning Citadel rises precipitously from the rim of a smouldering volcano.

Axe and sabre clash, armies advance and retreat, as rival princes slay and slay again in their ruthless pursuit of POWER - the incredible mindscorching Throne of Fire!

This multi-player combat strategy designed by Mike Singleton, the mastermind behind the acclaimed Lords of Midnight and Doomsdark's

Revenge, offers limitless scope for tactical play, whilst at the same time demands quick thinking and rapid combat reactions.

Take up the cause - fight for the Throne of Fire!



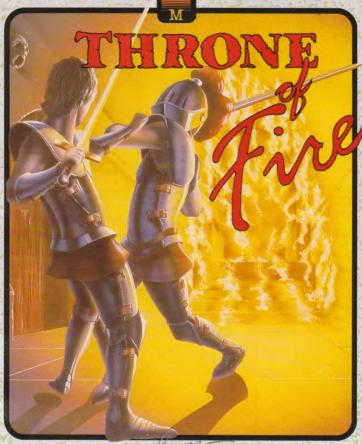




SCREEN SHOTS FROM SPECTRUM VERSION







MELBOURNE HOUSE

AMSTRAD CPC · SCHNEIDER

MH256